

Smuxi - Bug # 770: Cannot join to MUC

Status:	Closed	Priority:	Normal
Author:	Jan Krajdl	Category:	Engine XMPP (Jabber)
Created:	10/15/2012	Assigned to:	Mirco Bauer
Updated:	10/16/2012	Due date:	
Complexity:	Low		
Found in Version:	git		
Subject:	Cannot join to MUC		
Description:	In current git version (commit bb025cfe34f5cdab31ec61a64b917678077a8c7f from official repo) I can't join to the MUC room. Immediately after /join command I get error unexpected exception and whole XMPP session disconnects. I try to join room "matfyz@conf.netlab.cz"		

Associated revisions

10/16/2012 11:02 AM - Mirco Bauer

[Engine-XMPP] Fixed ArgumentNullException when joining MUCs with room messages (closes: #770)

History

10/16/2012 09:33 AM - Mirco Bauer

- Assigned to changed from Oliver Schneider to Mirco Bauer

- Complexity set to Low

- Found in Version set to git

```
<pre>
2012-10-16 11:26:24,545 [-306234512] DEBUG TRACE - [smuxi-engine-xmpp.dll] XmppProtocolManager.OnError(sender =
jabber.client.JabberClient, ex = [])
2012-10-16 11:26:24,545 [-306234512] ERROR Smuxi.Engine.XmppProtocolManager - OnError(): Exception
System.Exception: Unexpected exception ---> System.ArgumentNullException: Argument cannot be null.
Parameter name: id
        at Smuxi.Engine.GroupChatModel.GetPerson (System.String id) [0x00022] in
/build/buildd/smuxi-0.8.11+git/src/Engine/Chats/GroupChatModel.cs:144
        at (wrapper remoting-invoke-with-check) Smuxi.Engine.GroupChatModel:GetPerson (string)
        at Smuxi.Engine.XmppProtocolManager.OnMessage (System.Object sender, jabber.protocol.client.Message msg) [0x00000] in <filename
unknown>:0
        at jabber.client.JabberClient.OnElement (System.Object sender, System.Xml.XmlElement tag) [0x0009a] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/client/JabberClient.cs:769
        at jabber.connection.XmppStream.jabber.connection.IStanzaEventListener.StanzaReceived (System.Xml.XmlElement elem) [0x00000] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/connection/XmppStream.cs:1730
        at jabber.connection.SocketStanzaStream.m_elements_OnElement (System.Object sender, System.Xml.XmlElement rp) [0x00000] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/connection/SocketStanzaStream.cs:357
        at jabber.protocol.ElementStream.FireOnElement (System.Xml.XmlElement elem) [0x0000b] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/protocol/ElementStream.cs:132
        at jabber.protocol.AsynchElementStream.EndTag (System.Byte[] buf, Int32 offset, xpnet.ContentToken ct, TOK tok) [0x000e0] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/protocol/AsynchElementStream.cs:314
        at jabber.protocol.AsynchElementStream.Push (System.Byte[] buf, Int32 offset, Int32 length) [0x000f0] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/protocol/AsynchElementStream.cs:109
--- End of inner exception stack trace ---
        at jabber.protocol.AsynchElementStream.Push (System.Byte[] buf, Int32 offset, Int32 length) [0x0023f] in
/build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/protocol/AsynchElementStream.cs:171
        at jabber.connection.SocketStanzaStream.bedrock.net.ISocketEventListener.OnRead (bedrock.net.BaseSocket sock, System.Byte[] buf, Int32 offset,
Int32 length) [0x0003a] in /build/buildd/smuxi-0.8.11+git/lib/jabber-net/jabber/connection/SocketStanzaStream.cs:430
</pre>
```

10/16/2012 12:26 PM - Mirco Bauer

- *Status changed from New to Closed*

- *% Done changed from 0 to 100*

Applied in changeset commit:"6e5b850762eac6c45284d5d46b783ddc7ab13f95".

10/16/2012 12:26 PM - Mirco Bauer

- *Target version set to 0.8.10.2*